

The Ancient Oriental Game of Strategy

by **Stan Erwin**



User's Manual Apple II Version

GO is a centuries-old board game. It blends offense and defense in subtle and constantly changing patterns of strategy. The game originated in Japan (where it is known as I-go) and is played in many different versions around the world.

OBJECT OF THE GAME

On a board of 19 horizontal and 19 vertical lines, the object is to place your stones on intersections so as to completely encircle one or more of your opponent's stones, which are then removed from the board.

HARDWARE REQUIREMENTS

To play GO you will need your Apple II with 48K of memory, a disk drive and a video monitor. Game paddles are optional.

LOADING INSTRUCTIONS

Connect your equipment together with appropriate cables and plug your Apple in to a power source.

Make sure the Apple power switch is OFF.

Insert the GO disk in the disk drive, label side up.

Close the drive door and turn ON your computer.

with Autostart:

GO's title screen will appear. Press any key to begin.

without Autostart:

If your screen displays a basic prompt, type PR#6 **RETURN** .

If your screen displays an asterisk, type the number of the slot in which your disk drive is plugged (6 is standard). Press CTRL and P or K simultaneously. Release them and press **RETURN** .

When the title page appears, press any key to begin.

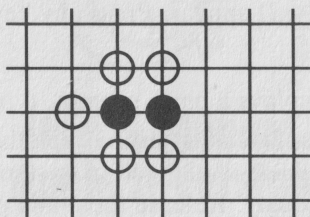
PLAYING GO

THE GAME

A GO board of two sets of 19 intersecting lines contains 361 intersections. Players alternate placing their stones on the intersections. Normally, Black goes first. Black, however, can be given a handicap of up to 9 stones. If the handicap is 2 or more stones, then White makes the first move after Black's handicap stones are placed on the board.

The strategy of the game is to place stones so as to completely surround one or more of your opponent's stones, with no vacant intersections in the enclosed area. The opponent's stones are then removed from the board and credited to your score. The object of the game is to stake out as much of the board as you can, while losing as few of your stones as possible to your opponent.

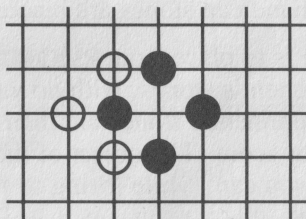
In the illustration below, for example, if it is White's turn, White may place a stone so as to trap two of Black's pieces:



Stones may be placed on any vacant intersection, with the exception of "the rule of ko" (see below). A player who can not make an advantageous move may choose to "pass." A player who has passed may *not* resume play, but the second player (person or computer) may continue. The game ends when both players have passed.

The rule of ko

In the illustration below, players may exchange stones indefinitely. If White were to place a stone on the center vacant point, Black's encircled piece would be removed, creating a mirror situation for Black to take a White stone, and so on, and on. The rule of ko forbids such play in a ko situation; it is the only exception to the rule that any vacant point is playable by either color.



If you have chosen to play against the computer, it will sound a warning when it is one stone short of surrounding one or more of your stones. The warning is analogous to “check” in chess, but in GO the warning is called, perhaps confusingly, “ATARI”. The warning also flashes on the screen.

At the end of the game any stones inside an opponent’s encircled sections of the board (which remained on the board because the area also contained vacant intersections) are considered captured. Each player’s score is then figured as follows:

$$\begin{aligned} \text{SCORE} &= \text{vacant points surrounded} \\ &\quad \textbf{minus} \\ &\quad \text{stones captured by opponent} \end{aligned}$$

The higher score wins.

THE MOVES

Either paddles or the keyboard may be used. The paddles are somewhat more convenient.

After the title page appears, respond to the screen prompts for number of players, keyboard or paddles, color choice and handicap number for Black. The handicap number determines first play.

With Paddles:

One paddle moves the cursor horizontally, the other moves it vertically. When you have positioned the cursor, press either paddle button to place your stone.

Two keyboard keys are available:

Q = to quit the game, edit a board or start over

O = to pass

With the Keyboard:

I = cursor up

M = cursor down

K = cursor right

J = cursor left

Q = to quit the game, edit a board or start over

Ø = to pass

= zero, not 0

Edit Mode:

When you enter this mode, you freeze the board at its last position. You may fill in vacant points or remove stones. You may use this mode to take back a previous move, but the count of captured stones does not change, and all passes are canceled.

In edit mode, move the cursor as you normally do. When you press the RETURN key (or the paddle button) to mark the spot, you must then indicate whether you wish the point to be vacant or occupied by Black or White.

To exit the edit mode, press Q.

During the computer's move you may see brief flashes on the screen which represent the computer's consideration of all possible moves. When it has selected its move, the stone is placed automatically. The cursor flashes at the move the computer has made until you move the cursor for your reply.

Throughout play, a scoreboard at the bottom of your screen keeps a running tally of the number of stones captured by each player. BUT take care: the number of stones captured is only one component of your final score. Think defense as well as offense!

ERRATA SHEET FOR GO
APPLE & ATARI VERSIONS

After the computer has selected its move, it will flash the cursor at its move until you press a key (or the firing button on the paddle/joystick).

PAGES 5 and 6

Reads: O = to pass

Should be: Ø (2 or o) = to pass

Page 6

Reads: To exit the edit mode, press Q

Should be: The following options are available after a move has been entered:

If you type Q the computer asks:
Edit, Quit, or Play again (E/Q/P)?

Q End the game, and exits the program.

P Ends the game, and start a new game

E Allows you to edit as per the instructions
(pg. 6) When you have completed editing:

Ø (zero) Exits the edit mode and resumes play.

The computer will ask:
Whose turn (B/W)



1. The first part of the paper is a general introduction to the subject of the paper. It discusses the importance of the subject and the scope of the paper. It also mentions the author's name and the title of the paper.

2. The second part of the paper is a detailed discussion of the subject. It covers the various aspects of the subject and provides a comprehensive overview of the current state of the field. It also discusses the author's own research and findings.

3. The third part of the paper is a conclusion. It summarizes the main points of the paper and provides a final statement on the subject. It also mentions the author's name and the title of the paper.

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